

SILICON TIMES REPORT
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"=====

- The Editor's Desk	- CPU INDUSTRY REPORT	- STR Confidential
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-* MUSTANG DOES IT AGAIN! *-
-* CIS GOES 14.400 MORE! *-
-* COMDEX/FALL'93 & POWER PC! *-

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STReport International Online Magazine
The Original * Independent * Online Magazine
-* FEATURING WEEKLY *-

"Accurate UP-TO-DATE News and Information"
Current Events, Original Articles, Tips, Rumors, and Information
Hardware - Software - Corporate - R & D - Imports
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STReport's BBS, The Bounty, invites BBS systems, worldwide, to participate in the Fido/PROWL/ITC/USENET/NEST/F-Net Mail Networks. You may also Phone The Bounty BBS direct @ 904-786-4176. Enjoy the wonder and excitement of exchanging all types of information relative to computers, worldwide,

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WHAT'S NEW IN THE ATARI FORUMS (October 1)

CODEHEAD ANNOUNCES NEW VERSION OF WARP 9

Codehead Technologies announces a new version of their fabulous WARP 9, now compatible with the Falcon030. Read message #32158 in the Atari Vendors Forum (GO ATARIVEN) for details and upgrade info.

COMPUTER VERSION OF RISK FOR ATARI ST

Download file BATRIS.ARC from LIBRARY 1 of the Atari Arts Forum (GO ATARIARTS) for BATRISK -- a computer version of the board game RISK.

REMOTE OPERATION

Download file LOGIN.LZH from LIBRARY 2 of the Atari Productivity Forum (GO ATARIPRO) for a remote log-in program for the ST. Primarily useful for MiNT/MultiTOS users who want to be able to call their systems from elsewhere.

PC-COMPATIBLE ADDRESS BOOK FOR ATARI PORTFOLIO

Download file ADR_BO.ZIP from LIBRARY 6 of the Atari Portfolio Forum (GO APORTFOLIO) for version 1.10 of ADR_BASE; a database for PCs which shares Portfolio Address Book Files. Includes improved editing fields. Uploaded by author. Fully functional except SAVE feature; implemented by EZ shareware registration.

TAX CALCULATOR

Download file TAXBAS.ZIP from LIBRARY 7 of the Atari Portfolio Forum (GO APORTFOLIO) for taxcalc. This version supports both French and English. For use with PBASIC, the Taxcalc calculates the cost of purchase with the sales tax added or calculates how much tax you paid on a purchase. Also calculates Canadian GST and PST taxes.

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(9-Sep-93)

CompuServe now offers 14,400-bps access capability in ten U.S. cities: Cambridge, Mass.; Chicago; Columbus, Ohio; Los Angeles; New York; Newport Beach, Calif.; Orlando, Fla.; Philadelphia; Rochelle Park, N.J.; and Santa Clara, Calif. This service will be offered in other U.S. locations within the next year, and will eventually be extended to Europe.

Pricing for 14,400-bps access is the same as for 9,600 bps: \$16 per hour for Standard Pricing Plan members, and \$22.80 per hour for Alternative Pricing Plan members.

The 14,400 bps service supports V.42 error correction and requires a V.32bis modem. To log on at 14,400 bps using the CompuServe Information Manager, enter the Session Settings and change the bps rate to either 14,400 or 19,200. If you have problems logging on, change the modem type to the Hayes Compatible (default) setting.

For more information about using 14,400 bps, GO FEEDBACK or visit CompuServe's software support forums (GO CISSOFT). To obtain the 14,400 local access numbers, GO PHONES. To read more about CompuServe's pricing plans, GO CHOICES. The information areas are all included in CompuServe's basic services.

THE PORTFOLIO FORUM ON COMPUSERVE
HAS BEEN DESIGNATED AN
OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

"ENJOY CIS' ATARI FORUMS WHERE CENSORSHIP IS A DIRTY WORD!"

> From the Editor's Desk "Saying it like it is!"

This past week, a rather disgraceful post appeared on a number of online services posted by Nathan Potechin. Oddly enough, it said nothing new! As long ago as spring 1991 he was spewing forth the same trash in the IAAD area (CAT 75) in the STRT. In fact, in that series of messages both he and a few others "laid plans" for what they would do "about" STR. Its quite obvious his intentions, in this most recent outburst, were to "bait" either myself or a member of our staff into another of his favorite online games; "point-counterpoint" with plenty of character assassination thrown in for some good measure. We are not going to oblige him by participating in his mindless "posturing head games".

Facts are facts and he was caught in one of his "numerous and well known" disinformation crusades. Elsewhere in this issue we present a few replies, posts and proof positive of further disinformation even in his latest tirade. Which, by the way, destroyed any semblance of credibility

either he or the Nathan & Darlah Show had left.

On another front, the computing community is bracing itself for the beginnings of the Power PC revolution. Much is expected to be presented at this Fall's Comdex'93. Power PC... amazing stuff to think they are going to go for the total cross platform compatibility both in files and ability of different machines on totally different platforms being able to run programs from other platforms also. Most every company worth its salt is heavily into the design and manufacture of a complete line of Power PC products. This Comdex is going to be very interesting.

We have been experimenting with the RTF (Rich Text Format). Its quite nice. We'd like to hear from you about its implementation in the near future. Since its totally cross platform compatible and allows some very pleasing formats and fonts, it has strong appeal. Let us know.

** STReport International Online Magazine **

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To request STReport be E-Mailed to you, send subscription request in E-Mail to J.MIRAND01 requesting such and you will be put on our "paper route" beginning with the next issue. Each issue will be uploaded by Saturday evening and will be available to you immediately. It simply appears in your E-Mail queue!

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STR'S "BELIEVE IT? OR.. WHAT?"
<>#####<>

SPEAKING OF CREDIBILITY.....

TOPIC: LEXICOR/STRT/IAAD Fiasco

The following is a series of excerpts from various PUBLIC POSTS placed on a number of different ONLINE SERVICES. They all appeared from June 'til now. Names are not really necessary, only the hysterical statements are in evidence. With what's occurred over the last three months, its no wonder the credibility of those who "scream, protest, lament and condemn" STReport has eroded to nil. Especially now when one considers the events that are total common knowledge at this time.

June 1993

"This weeks STReport 922, claimed that Lexicor had lost their free flags on GENie, which is a lie. It went on to claim that messages were

deleted in the Lexicor topic on GENie which is a lie. It went on to state that Lexicor was thrown out of the IAAD, a third lie. I am asking Ralph Mariano here publicly, in front of you all, to explain why he used his magazine in this fashion and printed these lies....."

".....I was speaking specifically of the Lexicor comments and will say this again:

1. Lexicor still has ALL their free flags intact in the Atari RT's on GENie.
2. Lexicor has not been thrown out of the IAAD.
3. Messages were not deleted. Those are the facts, not my side of anything.

So, to avoid causing you any further discomfort, and because I only commented on the Lexicor stuff in the first place, I will confine my comments here to asking Ralph once again for a direct answer to a direct question:"

"Why did you use your magazine to print these lies?"

"The IAAD issue is the business of the IAAD. It was Ralph that printed that Lee had been thrown out of the IAAD. That statement was wrong, as I mentioned earlier. I have no idea from where he got that erroneous information. Why don't you ask him. But heah, I forgot, Ralph only prints the news, right?"

"I have no respect whatsoever for the editorial content of STReport. That is my opinion. I trust I am entitled to hold an opinion on the subject."

"Of course Ralph made absolutely ZERO attempt to verify the truth in this case. That wouldn't suit his agenda."

September 1993

"Actually, STReport is trying to create the impression that an injustice has been done, to better fit the agenda of Ralph Mariano."

"GENie management refused to renew Lee's flags, not Darlah."

****////

I'll say only one thing... to everyone.. this is now October, 1993. From June 'till present, one certainly is quite able to see who's really been "blowing smoke" at everyone.

It most certainly has not been STReport!

Our main Question STILL remains unanswered!

WHO STANDS TO GAIN THE MOST BY WHAT'S HAPPENED TO LEXICOR?

> CPU STATUS REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Compiled by; by John Deegan
CTSY CIS

GROWTH DROPS OFF FOR ONLINE SERVICES
=====

In the past six months, more than 328,000 customers have signed up for on-line computer services, bringing the number of homes reached by major on-line services to 3.9 million, according to a survey by Information & Interactive Services Report, a trade newsletter based in Washington. But the 9.9 percent growth since March puts the current rate considerably below previous annual industry increases, said Gary Arlen, an editor of the newsletter.

"This suggests that consumer appetite ... may be sated, and that the next market phase may include increased efforts by providers to lure customers away from one another," Arlen said.

Vienna-based America Online Inc. grew most quickly, adding 130,000 users for a total of 350,000, a 59 percent jump. CompuServe Inc., the largest on-line service with 1.4 million users, added 190,000, a jump of 16 percent. Prodigy, which has 950,000 users, lost 5 percent of its customers while Rockville-based GENie remained at 400,000.

FIRED EXECUTIVE SUES APPLE
=====

Albert A. Eisenstat, 63, Apple Computer Inc.'s executive vice president and secretary, was fired last week. He promptly responded by suing Apple and chief executive Michael Spindler, alleging breach of contract, wrongful termination and age discrimination.

Eisenstat's suit claims he was forced out because he opposed Spindler's reorganization plans and the repricing of stock options for employees, according to the Associated Press. Spindler replaced Apple chairman John Sculley as chief executive in June.

In announcing Eisenstat's departure on Friday, Apple said the suit had no merit. "Al seemed to feel he ought to be employed at Apple indefinitely. Michael felt otherwise and asked him to leave the company immediately," Apple spokeswoman Kate Paisley told Bloomberg Business News. Analysts said the termination suggests continuing turmoil at a company that has been hit by massive losses and the resignation of other key

executives in recent months.

VIDEO-CONFERENCING REVISITED
=====

The hoopla about video-conferencing may just turn out to be hype, according to a study by Dataquest Inc. About 64 percent of the people responding to a survey by the San Jose market research company said they will have little demand for additional videoconferencing equipment next year. "There is great hope among many technology companies that video-conferencing will be the 'killer application' that will accelerate the trend toward multimedia. The results of our survey certainly don't support those hopes," said Dataquest analyst Bruce Ryon.

The survey found that while big Fortune 500 companies need large room-type videoconference systems, the majority of businesses find that facsimile, electronic mail and other low-cost communications technologies are adequate. In addition, most businesses said that the benefits of having video on desktop computers are not significant enough to justify the costs of videoconferencing equipment.

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MCI PC CONNECT
=====

STR Publishing, the owner and operator of The Bounty BBS, (Home of STReport), bulletin board system, is pleased to announce The Bounty BBS is among some of the first bulletin boards in the United States selected by MCI Telecommunications, Inc. to participate as an official startup BBS member of the MCI PC CONNECT computer telephone network. MCI PC CONNECT is an exciting new program being offered by MCI which provides computer modem users with low long distance rates for telephone calls made to bulletin boards from both intrastate and interstate calls.

MCI PC Connect(sm) FEE/RATES:
=====

\$3.00 monthly fee (does not apply towards usage)
Includes calling to continental U.S. in addition to Alaska,
Hawaii, Puerto Rico and the U.S. Virgin Islands.

PC Connect Customer to NON-PC Connect Customer:

\$0.22 during Day (Mon-Fri: 8am - 5pm)
\$0.10 during E/N/W (Mon-Fri: 5pm-8am: Sat/Sun: 24 hours)

PC Connect Customer to PC Connect Customer:

\$.176 during Day
\$.08 during E/N/W
Friends & Family discount does not apply to fee

For an additional \$1.50 per month, MCI PC Connect customers can include in-state calls at the same MCI PC Connect plan rates as above.

Available in these States
=====

On CompuServe

compiled by
Joe Mirando

Hey there folks! Yet another week has come and gone. The days are getting visibly shorter, and the holidays are now visible in the far-off distance. And of course with Christmas will come the premier of the Jaguar. It's beginning to look like the only hope that we Atari computer users have for continued support is for the Jaguar to "wow 'em" and raise the Fuji symbol back up to the public's eye level. At any rate, my Atari computers continue to serve me well and I will use them for as long as they remain serviceable. As far as I'm concerned, a computer only needs to be as powerful as the tasks you ask it to perform... any way, my Atari's have always been at least equal to the task. The downside is that people such as myself cannot support the wide base of developers necessary for a healthy computer platform. To remain viable a computer platform MUST integrate at least some of the latest bells and whistles (like higher resolution, more colors, more speed) in order to attract new users who will keep developers interested in the platform by buying their hardware and software. Perhaps the Jaguar will raise interest in Atari's "real machines" or perhaps, upon seeing success with the Jaguar will lead those in power in Sunnyvale to say "The heck with computers, we've got a winner right here with a game machine". Only time will tell, but I think I'll refrain from placing any bets.

Well, enough of this, let's get on with browsing through all of the great news, hints and tips available each week right here on CompuServe.

From the Atari Productivity Forum
=====

Jim Savage tells us:

"I'm new to compuserve and i am trying to work out how to use QuickCIS. I have discovered how to read messages by using REA in the commands boxes but how do I retrieve a list of files available to download from a forum?"

Jim Ness, the creator of QuickCIS, tells Jim:

"Just put a list of library numbers in the LIBRARIES box. Any new uploads in those libraries will then be grabbed, each day.

Most folks put ALL in the box, to see all new uploads."

Dazzz Smith tells Jim:

"If you look at your QCIS config you'll see a small box marked age, this sets the number of days that QCIS will look back in the library for files so if you wanted to know what files have been uploaded for the last 30 days just stick 30 in there.

I have an alternative config setup for QCIS which visits certain forums where I don't read the messages and just checks the files for the past 30 days in case there's anything of interest."

Jim Savage replies to Dazzz:

"Thanks... I think I'm starting to get the hang of this now."

Tony Barker asks:

"[Does] anybody know where I can order the "Atari Compendium" book using a card? I see SDS aren't set up to deal with plastic.

I'm in that "I want it and I want it now" frame of mind (yeah, I scream 'hurry' to the microwave), and don't want to have to wait for a cheque/money order to get to the states from Australia and then the return trip and all that jazz."

Brian Gockley of ST Informer tells Tony:

"You could try Sheldon Winick at Computer Studio

Sheldon Winick
Computer Studio
40 Westgate Parkway
Ste. D Asheville, NC 28806
Phone # 800-253-0201 ...

He's one of the best!"

Brian is quite right. Sheldon is not only an outstanding dealer in the Atari community, but also a truly good person. We could use more like him. Thanks for the support Sheldon, keep it up.

Jim Ness jumps in and tells Tony:

"...try Sheldon via Internet. Via CIS Mail, his Internet address would be: To:>INTERNET:s.winick@genie.geis.com"

Tony thanks Jim:

"Thanks... I'll use that method, it'll certainly be cheaper than a call."

Peter Joseph asks about using Turtle, George Woodside's excellent hard drive backup program:

"Anybody use Turtle with TOS 2.06 successfully? It worked fine with TOS 1.4 but I can't get it to work with 2.06. Any ideas? I'm getting the following message when I click on 'Backup':

Memory configuration will fail -

```
TTLEEXEC.TTP: 102222 - 10EA54
RAMdisk:      39F78 - 102221
Screen:       3F8000 - 3FFCFF
```

Press any key

Then when I press a key it returns me to the desktop. Is it trying to use memory reserved for the new TOS?"

Sysop Keith Joins tells Peter:

"I don't know what the problem is but I do know that Turtle won't work with TOX 2.x."

Jon Sanford asks:

"How do ICD disk utilities compare with Diamondback II & EDGE?"

Albert Dayes of Atari Explorer Magazine tells Jon:

"Diamond Edge is in a class by itself. It fixes error (fat, directory entry), optimizes disks, mirror options, save and restore (fat/partition/scsi information). Until last year the only hard disk fix and optimizer was Beckemeyer's Hard Disk Sentry (came out in 1987).

ICD utilities has cleanup which does similar things but Diamond Edge and Hard Disk Sentry are better in my view. Diamond Back II is a backup program that almost everyone here seems to recommend very highly."

Jon tells Albert:

"My choice for HD utility is getting narrowed down. My supplier is temp. out of stock.

I read the Programmers Journal yesterday. I have gotten used to reading in interactive mode. Reading in passive mode for a change was a little frustrating. Can you imagine a online magazine in interactive mode. Say it is a CIS section that gets replaced every month instead

of a download.

Although I have avoided learning C for complex reasons the information on other languages is what I am looking for.

Little Smalltalk, XLisp, Toy Prologue, Icon, are all in my <1989 disk files. also 2 PD Forths. When I get in the right mood i intend to go thru these again to see if they work on my new MegaSTe-16. And if I can make more progress then last time."

John Amsler posts:

"Here's something from Comtex Scientific Corporation:

09/24 1103 Atari announces Jaguar Developers

SUNNYVALE, CALIF. (SEPT. 24) BUSINESS WIRE - Atari Corp. (AMEX:ATC) Friday announced its initial list of developers for the Atari Jaguar 64-bit Interactive Multimedia system.

Since July, 20 developers have signed license agreements to publish game titles for Jaguar. Additional high-profile developers and publishers are expected to be announced in the coming weeks.

"Developer response to Jaguar has been overwhelming -- we've accomplished what we set out to do by attracting the industry's top developers," said Sam Tramiel, president of Atari. "The tremendous power of Jaguar removes the programming barriers that exist on all other gaming platforms, allowing developers to focus their energy and imagination on creating truly revolutionary video games. The technological prowess of our developers coupled with Atari's aggressive marketing and comprehensive developer support program will create a new industry standard for multimedia performance."

The developer list includes:

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Anco Software Ltd.
Maxis Software
Telegames Beyond
Games Inc.
Microids
Tiertex Ltd.
Dimension Technologies
Midnight Software Inc.
Titus Eurosoft
Ocean Software Ltd.
Tradewest High Voltage Software
Rebellion Software Ltd.
Trimark Interactive
Krisalis Software Ltd.
Retour 2048
U.S. Gold Ltd.
Loriciel S.A.
Silmarils

-0-

The strength of the Jaguar platform has attracted the industry's

premier developers, allowing them to immediately begin programming the industry's first 64-bit video games. Comments include:

"We're excited about the reality of an advanced video game system retailing for approximately \$200 and delivering technology comparable or superior to announced systems costing over three times as much. Atari pioneered the video game industry -- it's good to see them at the forefront of innovation once again."

-- Kelly Flock, executive vice president of Trimark Interactive

"Kids, don't waste your Christmas money on something else, this Cat is the new king of the video game jungle."

-- Terry Grantham, president of Telegames Inc.
(Telegames will release "Ultimate Brain Games" and "European Soccer Challenge" for Jaguar in the spring and summer of 1994.

"The 64-bit power of the Atari Jaguar allows us to move light years beyond today's game standards."

-- Kris N. Johnson, president of Beyond Games Inc.
(Beyond will release "Battlewheels" for Jaguar in the second quarter of 1994.)

The power of the Jaguar development environment allows programmers to:

- 0-
- Create the industry's first 64-bit video games
- Deliver unprecedented true-color graphics, stereo CD-quality sound and animation speed
- Enjoy unsurpassed ease in creating real-time 3-D virtual worlds
- Unleash programming creativity previously hampered by the restrictions of all other gaming platforms
- 0-

Atari Corp. manufactures and markets video games and personal computers for the home, office, and educational marketplaces. The Sunnyvale-based company manufactures Jaguar products in the United States and is publicly traded on the American Stock Exchange under the symbol ATC.

--30--tf/ik/sf
CONTACT: Cunningham Communications
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LA 310-820-9473

and then he adds:

"09/23 1023 Atari appoints new director of marketing/advertising

SUNNYVALE, CALIF. (SEPT. 23) BUSINESS WIRE - Atari Computer Corp.

announced Thursday that Terrence Valeski, a 22-year veteran in consumer electronics marketing, has joined the company as director of marketing and advertising for Jaguar.

Valeski's immediate responsibility will be to execute the national roll out for Jaguar -- Atari's new high performance gaming system. He reports directly to Sam Tramiel, president of Atari.

"We are very pleased that Terry has joined Atari. His experience is invaluable to us," said Tramiel. "Developing strong relationships with retailers and developers as well as communicating with consumers will be critical to our success as we get ready to market and distribute Jaguar world-wide."

In an industry dominated by foreign companies, U.S.-based Atari announced this summer that it has developed a high-performance, 64-bit home video game system called Jaguar, capable of delivering faster and more powerful video games to the home market. Atari will be made in America and has signed IBM to manufacture the Jaguar in its Charlotte, N.C. plant.

"Jaguar has truly leaped ahead of the competition in terms of quality, price and performance," said Valeski. "My job will be to ensure that we attract the best and the brightest and to market aggressively through the channels of distribution. You can expect to see some major shifts in the way Atari markets." Jaguar is expected to be available to consumers before Thanksgiving 1993.

In an effort to develop strong marketing programs, Atari recently chose Cunningham Communication Inc. as its marketing/communications counsel. Cunningham is a Santa Clara, California-based public relations firm specializing in high technology.

Before joining Atari, Valeski was founder and chief executive officer of Intellivision, a leading home video game manufacturer in the 1980s. Prior to that he was senior vice president for the Mattel Electronics division of Mattel Toys. Valeski also held several senior positions at Teledyne Waterpik and J. Walter Thompson Advertising, San Francisco and New York. -0-

Note to Editors: All trademarks and registered trademarks are those of their respective holders.

-30--cmf/sf

CONTACT: Cunningham Communications, Santa Clara

Mary Moslander, 408/982-0400

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Boston 617-330-5311 or 800-225-2030

SF 415-986-4422 or 800-227-0845

LA 310-820-9473"

Dazzz Smith tells John:

"Hmmm, that guys had quite a few jobs....."

John tells Dazzz:

"[I'm] Rolling on the floor laughing! Yeah, but let's hope this is where he REALLY makes a name for himself and grabs the brass ring! I hope that the term "the Jaguar" becomes as well known as the term "PC" or "Nintendo." Go Atari!!!!!!!"

- John

(* And, once the Jaguar gets on track, pleaseeeeeeeeeee start work on a PowerPC-based machine that will run TOS 1.X/2.X/3.X as well as MS-DOS, Windoze, OS/2, System 7, and Unix software!! That's all I want for Christmas. <g>)...

I'm hoping against hope that the PowerPC might prove to be Atari's salvation if they can get TOS [1,2,3].X to run on it -- in addition to all the other operating systems that it runs. If it can run System7 and Windoze, I, in my naivete, would take that as a hopeful sign it can run TOS.

Barring that, the next best thing would be the ability to put a GEMulator inside a PowerPC-based computer."

Dazzz Smith asks John:

"How do you manage to stay so cheerful about Atari... , what medication do you use? (VBG) [_V_ery _B_ig _G_rin]"

From the Atari ST Arts Forum
=====

Henri Tremblay asks:

"Can someone tell me how I can look at the TIF files included in the latest edition of Atari Explorer Online. TouchUp can't load the files, neither my version of GEMVIEW. Considering the download time it took to get these, I want at least to have a look at them!"

Dazzz Smith tells Henri:

"You may have an earlier version of GEMVIEW Henri, as i'm sure it does handle TIF files."

Henri tells Dazzz:

"Yes my version does support TIF files and even recognizes the file (size and number of colors) but I get the message <Unknown compression

algorithm>."

Dazzz tells Henri:

"Hmm, the latest version of GEMVIEW (in the libs here) loads TIF files just fine."

Henri supposes the worst:

"I suppose it is a very large file. So, just to see the TIF files included in Atari Explorer Online (which cost me much more to download as it was five times its usual size) I will have to download GEMVIEW which is still larger. No way. I once protested against the inclusion of image files in online magazines and I still believe that those files should be kept separate."

Greg Kopchak tells us:

"The XFS driver included with Photo Show for the Falcon 030 has been tested with the following CD rom drives now:

NEC-38 NEC-55 NEC-84 Toshiba 3401

All running under MultiTOS on the Falcon 030 machine. If you have had success with other drives, please post your results here."

While on the subject, David Hagood asks Greg:

"Is there any way to get an updated XFS driver? I'm running an old beta version (0.6) and I'd like to upgrade if possible."

Greg tells David:

"The version .6 XFS driver is the most current version of the CD rom driver."

From the Atari Vendors Forum
=====

Joe Pokupec posts:

"I am working on a business application for my company using AtariWorks. I usually work on a Mac so some aspects are slightly

different. Can anyone tell me where I can find tech support for this application? There is no mention of support anywhere in the manual."

Tom Mynar tells Joe:

"There is no official support for AtariWorks, partially because it is such a new product. However, you have found yourself into the area where people will be willing to help. However, I would suggest you use the ATARIPRO sig, in the applications area."

Ronald Lepke tells us:

"I am currently running my Supra Fax V32 bis modem only from my MAC, but I want to use this modem for both my MAC and PC. I need a switchbox for the incoming IBM AT modem cable (with DB 9 connector) and the incoming MAC cable (not sure what type of cable). I then need a cable from the switchbox to the Supra modem.

Can you tell me what cables I will require, and any brand names on this so called 'switchbox'?"

Sysop Bob Retelle tells Ron:

"It sounds like you'll need some adapters to do the hookup you want...

I'm not sure what kind of connector the apple cable has on it, but if it IS a DB-9, you can easily obtain an "A-B switchbox" that has DB-9 connectors on it...

Unfortunately, knowing Apple, the Mac cable probably is a round DIN style plug. You'd need an adapter from that to the DB-9. That kind of adapter might already be available from Mac dealers, but if not, you'd have to have one made up specially. That wouldn't be too difficult, if you can find the pinout diagrams for the Mac end.

A-B switchboxes are quite common.. a large "Computer Superstore" should have exactly what you need... and smaller PC dealers will likely have them too.

The only thing to watch out for when buying a switchbox is to make sure you get one with the proper "gender" for your setup.

You'd likely need 2 female DB-9 inputs to one male DB-9 output.

Then you'd need one DB-9 male to female cable to go between the PC and the switchbox, one Mac cable with adapter to male DB-9 plug to go between the Mac and the switchbox, and one female DB-9 to male DB-25 cable to go between the switchbox and the modem.

It sounds more complicated than it actually is..."

Famous last words. The last time I heard that phrase was when a friend talked me into trying luge... no, that was the next to last

time. The last time was when the doctor was explaining how he was going to pop my shoulder back into its socket. But in this case, Bob is right. Once you get the correct equipment, it all just kind of comes together.

Greg Mee asks Charles F. Johnson, CodeHead Extraordinaire, about products:

"I received your summer sale flyer a while back listing all of your summer prices. My question: The prices for your graphics tools (eg: Genus) are the new prices and not just sale prices?

Is there a review/comparison available between Megapaint and Invision (and possibly other) high end paint programs?

Is there a method in Calligrapher to make sidebar notes? If I want a 5" column for the main text, and I want it to flow straight to the next page, but also have a second column, where I can write text freely and independently of the first column, is this possible? (For example, Calamus, which would let you have the separate text frames). It seems that if I have the two columns in Calligrapher that they MUST be connected. Is this correct?

Is there an upgrade to Cal in the works? I'm most interested in increased speed (Cal is a bit slow...) and would like GREATLY increased printing speed (though the output does look really nice).

Will Genus, now or ever, save fonts in Cal format? If it doesn't then how difficult would it be to give it that capacity?"

Charles tells Greg:

"The prices in our mailing are still in effect.

I'm not aware of a comparison review of MegaPaint and Invision; you should be aware, however, that MegaPaint is a dual-purpose program (both bit-map and vector graphics), whereas Invision only supports bit-map graphics.

I'm afraid sidebars cannot be done in Calligrapher; for that purpose, you're better off with a full-fledged DTP program like Pagestream or Calamus.

Regarding an upgrade to Calligrapher: we're discussing this, and we'll let you know if there's any news.

The URW type foundry hasn't been very forthcoming with information about their outline font format; this is the problem with having Genus save fonts in URW format. If we can convince them to share the info, this might be a possibility."

Greg also asks:

"Will Calligrapher ever be able to handle small font sizes (eg: 4-8 point)?"

Charles tells Greg:

"If an upgrade becomes possible, that would be one of the things on our list. Thanks for mentioning it."

Greg also asks Nathan Potechin of DMC (the Calamus folks):

"What is "Format error #73/0"? This message was found when trying to enter the PKS editor. I imported some text into a document, the text flowed into subsequent pages, but those pages were not displayed. I then Displayed those pages, let the text format, and no longer got the error message."

Nathan asks Greg:

"When you imported the text, did you have the PKS Editor open, Greg? And yes, that is correct on the page formatting. Until you go to the particular page at least one time, the text will not format for that page."

Greg tells Nathan:

"I was trying to open the editor when the problem occurred. I had the current page of text displayed, but the same text flowed through several pipes onto subsequent pages, and those had not been displayed/formatted."

PS: The overwrite/insert bug is back :) Why does Calamus INSIST on setting all adjustable settings to something like 10,000? So font sizes run from 60,000 to 72,000 points. So with any new upgrade I have to go through and find all of the settings, reset them, and then re-save the set file. Bah fooley."

Nathan tells Greg:

"Yes, I screamed when I saw the overwrite/insert cosmetic thing return. :-) I have reported it to Germany! On the font sizes, is it possible you saved your settings after having loaded in a document that might have reflected those point sizes? Please save your SETUP without a document in memory."

Also check for a looped or duplicate text flow chain on the other issue."

Boris Molodyi tells Nathan:

"I'm running SL on Crazy Dots II board in 256 colors mode, and when I

select a text block (regular black text), instead of showing up in inverted colors, it appears completely black (i.e. text is black, and selected area is black => unreadable). I suppose it's not the way it should be, is it?"

Nathan tells Boris:

"That is correct, Boris. It is not the way it should be but it is the way it works at this time. They need to change something in the way Calamus displays inverted in 256 color mode. This has been brought to their attention.

It is not the fault of your Crazy Dots card."

From the Atari Portfolio Forum
=====

Sysop BJ Gleason posts:

"Not having a standard serial port has always been a big stumbling block for any computer - the Portfolio, the Dec Rainbow, and the DG-1. People don't like spending a lot of time on something that is limited to one machine.

As for me, I always dreaded serial port programs - it's a pain. Specially when it is non-standard..."

Larry Gradisher tells us:

"I have a friend who is looking to a way to transfer between his Portfolio and IMB pc....any options? Also if you have ideas, where can he buy equipment to do this. He is willing to buy new or used."

David Tourville tells Larry:

"All you need is a serial or parallel adaptor, the software is built-in to the port!"

Don Tomas of Atari tells Larry:

"The software to transfer files via the Parallel port is built-in to the Portfolio. The software required for the PC comes with the purchase of the Smart Parallel Port.

Serial transfers are a little more complicated. Xterm is in the forum libraries to accomplish that task on the Portfolio side."

Don Shannon asks Don Thomas for help:

"I've got a problem, perhaps you could advise me. I've had a Portfolio for some time now. It came with a parallel interface. I had a roommate at the time and used his PC to access this forum and download programs for my port. This worked fine until I moved out. I've finally invested in my own PC. Now I can't find my PC software for the parallel file transfer. My friend of course has deleted it from his PC. Any suggestions? I thought the file was ft.com but I don't find it in the forum library. Please help! My Portfolio use is rather limited if I can't transfer files."

Don Thomas tells the other Don:

"How could I refuse anyone which such a delightful first name as yours? ... If you REALLY believe in Santa Claus, then check your E-mail for a personal message from the North Pole <g>"

On a very, very sad note, Dan Shearer of BSE posts:

"Due to the present situation of Atari Portfolio Accessory Sales, BSE has decided to quit producing all Portfolio accessories. The current forecast for sales is bleak and we are no longer making any money on the product. The current situation is whatever we have in stock, quite possibly be the last of our Atari stock. Orders for Universal I/Os can

still be made, but only in LARGE quantities. (200 Units at one time.) Price will be higher due to current chip prices. BSE Will CONTINUE to HONOR warranty claims and services, but after that, who knows. If you have questions or comments, you may leave a message here or contact me via direct mail or phone. 602-527-8843"

I'd just like to say that BSE has been a very good source for innovative accessories for the Portfolio (such the 20 megabyte Flashdrive hard drive and the Universal I/O which combines both a parallel and serial interface into a unit the size of a single interface) and will be missed in this market.

Perhaps if the Jaguar goes as well as planned the powers that be at Atari will decide to either push the present Portfolio or to come up with a "Portfolio II". Then companies with excellent products such as BSE will find it worth their while to make these little goodies for techies like us to enjoy. Time will tell.

Well folks, I really hate to end this column on a sad note like that, but I'm out of posts. Let's all just hope that things turn around and people wise up.... Ummm... Uhhhh... I meant that people who buy other brands of computers should wise up... yeahhhhh, that's it. Like my girlfriend... Morgan Fairchild... yeah that's it. Please pardon that last little jaunt into semi-obscurity, it's getting late (huh, a Freudian slip, perhaps?) At any rate, c'mon back next time and kick back and relax with

some friends. And remember: Always listen to what they are saying when...

PEOPLE ARE TALKING!

> GUEST EDITORIAL STR Editorial

"A Bittersweet Farewell"

BITTERSWEET FAREWELL
=====

by: Andy Learner

"God grant us the SERENITY to accept the things we cannot change,
COURAGE to change the things we can
and the WISDOM to know the difference."

Bill W.

It has been fun working with MilAtari. It has been a chore for me also. I am not a person who can sit idly watching the game be played, I have to be in it, or at least have a bet on it. See, with a wager on the game, you area invested as well. Let me give credit where credit is due however..

Armi Baier has really put the last two newsletters out all by himself. I proof read one, but he had it printed already, and I thought it was a terrific job. I only look for perfection in myself, so an error here and there I can live with. I have made plenty also Armi, I think you did a SPECTACULAR job and deserve extra kudos from everyone.

So to all of you who might have become involved with your club, but watched the rest of us play the "CLUB's" game, you made a wager as a well. When you bought your ATARI machine. Now for some of you, that very first machine, is still the one you use. It does everything you need it to do, so why buy the newest or the latest. Your wager is safe, because; "it's all I'll ever need!"

For those of us who wagered on the future of ATARI as a business and graphics platform, or a serious tool of any sort, however, it's a different story. I eagerly bought the MEGA4 system, hook line and laser printer. It served me well, for a long time. All the while, because of the nature of my work being a graphic artist, I have had one foot in the ATARI world four and a half toes in the MAC world, and about a quarter of a toe in the P.C. world. (Only because the bean counters wanted me to talk "Messy DOS" to them.

Soooo... now where was I. Oh yes, "PLATFORMS". Well, you know something, the P.C. world in is in some major flux right now. Will it be the "PENTIUM" or the "POWER PC". My bet is on the Power PC. I have a lot of faith in Motorola, after all, we have been using Motorola chips in our ST's since their inception. Their use of memory management has always beat the Intel (VC30 or AMD chips whatever) in every speed match-up, and have always won when it came to graphics, because they weren't limited to 640 bytes per page or block or however it is they don't address memory in "MEGS" of memory like the way the Motorola chips have always done.

I am wandering (yes and a Jew at that). To get to the point, this is my farewell editorial. I have enjoyed editing the newsletter for you all, even though like I said before ARMI did much of the work, including the schlepping to the printers, etc. Now it is time for me to move on, and turn the job over to someone else.

I never wanted the issue of my resignation, to be linked with other political "events" that have occurred in recent months, but I think it was. So I want to make it clear to everyone that I am resigning for personal reasons. Personally, I just don't have the time. I have been working (3) three jobs, and trying to keep up with my studies (accounting...yuuck!), so I am swamped. The other reason is that MilAtari is not fun for me anymore.

My suggestion to you members is this,,, if you want to keep MilATARI as a pure ATARI computer club, start using your heads and not your patoots! Resolve your differences with MAST, and pool your resources, cause the days of WINE and GENCON (with ATARI support) seem over to me. Focus on events that will bring Atarians together to have "fun" and forget about all the politics. Leave it to the pro's. They can screw it up much better than we can, and we do a pretty good job of messing it up as well.

Get everyone on the same page, if platform purity and support is what you are after, than focus on that, and forget about the external distraction Gencon has caused. I have always felt that too much emphasis was placed on it anyway, and that the main purpose (supporting the members interests) got pushed to the back burner turning people off, and losing membership. Do a joint swapfest or small show to raise some money, if that's what you need to keep things going.

Find a cheap (or FREE) place to meet, and have more interesting SIGs. One DTP SIG put on by the Double Click (MAC) users group featured ADOBE Illustrator and PHOTOSHOP demo's, the members got in free, and we charged the other 125 people who came \$5.00 each to see it (and there were no refreshments either!)

My final point is since there are a few of YOU who have already "crossed over" to different platforms, but area still clinging on to your Atari's, you might want to try what LCACE has done, and go "Multi-Platform". I'd check with them and see how it's going before making a "public" plunge, because it might just dilute and divert the focus of your group.

There are a lot of like computer swapfests done that way every month. It seems that is how fast the PC world changes, so it keeps it interesting for them. It might be a practical way to become multi-platform by hosting "swapmeets" for all platforms and inviting "wholesale" vendors of all sorts, just to see what happens.

IMPORTANT NOTICE!

=====

STReport International Online Magazine is available every week in the ST Advantage on DELPHI. STReport readers are invited to join DELPHI and become a part of a friendly community of enthusiastic computer users there.

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=====

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TOP TEN DOWNLOADS (9/29/93)

- (1) STREPORT 9.39
- (2) AEO_0216.ZIP
- (3) MAZE
- (4) DATELINE ATARI 13
- (5) ASSEMBLY LANGUAGE WORKSHOP 2
- (6) GREAT GAMES...
- (7) TWO TOUGHIES!
- (8) JENS SENDS GAMES!!!
- (9) GLENDALE RTC
- (10) MASTERBROWSE 2.8A

All of the above files can be found in the RECENT ARRIVALS database for at least one week after the posting of this list. Please note that, for all files, a submission is eligible for the Top 10 list for only four weeks after its original uploading. The exceptions are on-line magazines, which are eligible for only one week, and press releases and other commercially oriented files, which are ineligible.

DELPHI- It's getting better all the time!

> ATARI UNITED! STR InfoFile An Invitation....
 "*****"

ATARI UNITED DISK MAGAZINE!
=====

For immediate release:

Mountain View, California--September 29, 1993--ATARI UNITED! announced that the first regular issue of its DiskMagazine will be released in mid-October, 1993. A special preliminary issue of the DiskMagazine was released through STEVE's Software at the Glendale Atari Show in September. The magazine will contain news, reviews, press releases, program demos, public domain software and any other information that might be of interest to owners of Atari TOS computers. The floppy-disk based magazine features an interface developed by Bry Edwards and Scott Ettinger. The reader is compatible with any version of TOS, from the original STs to the Falcon030 of today and is readable in any resolution with at least an eighty column display.

Gordie Meyer, managing editor of the ATARI UNITED! DiskMagazine, expects the contents to cover a wide range of topics that most users in the Atari community will find beneficial. While a small part of the community is active online, and gets word of new or improved products almost immediately, most Atarians often get that information weeks or months after it first appears, if at all. The AU! DiskMagazine is an attempt at bridging that informational gap. The DiskMagazine will strive to be a source of solid information and support that the average user needs. It will also focus on providing support of user groups, with a regular "showcase" column featuring various user groups through out the United States. In addition, ATARI UNITED! is offering blanket permission to user groups to reprint or reproduce any or all contents of the DiskMagazine unless specifically noted otherwise. This will aid the user groups in putting together newsletters and disks of the month.

ATARI UNITED! is seeking advertisers for the DiskMagazine, to keep the cost of obtaining the DiskMagazine at a minimum. Anyone interested in advertising in/on the DiskMagazine should contact Gordie Meyer at one of his addresses listed below. ATARI UNITED! is also looking for volunteer writers, and also welcomes the submission of any press releases related to the Atari TOS computer.

ATARI UNITED! DiskMagazine is available for individual subscription at \$16.00 a year. (4 issues a year, published quarterly). Individual issues may be purchased at \$4.95 by contacting Gordie Meyer. User groups that would like to subscribe at a special rate should contact Gordie Meyer at the address listed below.

For information regarding the DiskMagazine or to subscribe to the magazine, please contact:

ATARI UNITED! DiskMagazine
Gordie Meyer
P.O. Box 1982
Ames, IA 50010-1982
515/232-1627
biblinski@delphi.com

To subscribe to the ATARI UNITED! DiskMagazine please fill out the information below, enclose a check or money order and mail it in!

Name (Last, First, MI): _____
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Computer Model: ___ 520 ST ___ 520 STe ___ TT
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 ___ Mega ST ___ Mega STe

Computer Serial Number: _____
(OPTIONAL)

User Group (if a member): _____

() Yes! Please include me in your list of possible contacts for isolated Atari TOS owners in my area.

() Also please make my name and address available to other Atari related concerns.

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*Note: Unless you specify otherwise, ATARI UNITED! will automatically register you in the database with your subscription. If you do not wish to subscribe to the ATARI UNITED! DiskMagazine, but do want to register free of charge, please send the above information to:

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> AVERKEY! STR InfoFile  
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LEXICOR'S AVERKEY!

AVERKEY
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We are proud to announce that we have got direct distribution rights from ADDA Technologies for this great piece of Multimedia Hardware.

The Averkey is the fitting Link that bridges your VGA Signal, be it TT Medium, Falcon or NOVA Graphics Board resolution to your Video System in either PAL or NTSC. It has not only got a Composite Video Output but also a S-VHS Output for prime quality. Add your Television, VCR and large screen display to your computer hardware.

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Price: \$289.00 U.S. Dollars.

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Availability: Now

System Requirements:

Any kind of VGA based System. This includes NOVA Graphics Card and TT Medium. The Averkey has not been tested with any other Atari Based Graphic Card and can therefore not guarantee it running on anything else.

Software:

DOS Software already included, Atari Software available end of September. However Software is not required to run the Averkey. The Software will however allow the Averkey to switch down its scan rates to as low as 320x200.

Display Mode Supported:

All standard VGA Modes.

640x480 mode in 256, 32k, 64k or even 24bit in NTSC or PAL (720x400 in NTSC Max.) 800x600 mode if using Cirrus, CL-GD 6410 VGA chip or Tseng Labs. ET-4000 with frequency synthesizer as ICS 2494-237 in PAL. One VGA Input Signal (Analog RGB 15 pin display connector, 0.7 Volt p.t.p.)

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```
> MEGA EDIT STR Review      A superb editor for use in Windows...
  "" "" "" "" "" "" "" ""
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```
MEGA EDIT FOR WINDOWS
=====
```

While perusing CIS a few days ago, I came across a file that really "tripped my trigger". The file is called Mega Edit. Why was it so tempting? Easy it provided a powerful text editor for use within Windows.

It was small, fast and allowed fonts. A feature, I might add, that's usually found in only the large multi-featured full blown word processors.

After installing this baby, I was so pleased with its overall performance and ease of use I had to call the author compliment the program.

Sure, there are other editors some with many features but nothing like Mega Edit is available. Again, its small uses little resources, fast with powerful features. Get this one if you need a robust text editor for use within Windows. Its the ticket.

Some information about Mega Edit and its origins...

Mega Edit Information

Contact: Michael Tague [76130,1463]

Background:

Computer Witchcraft, Inc., was created 3 years ago (August). Mega Edit was originally not a separate product at all, but was the editor portion of another product now called WinNET (Windows Internet Access software/service). We needed to make it because of the Notepad 64K file size limit. Along the way of creating the editor, we decided that it would be a pretty handy application all by itself. So we took a detour from the WinNET project, and completed it as a stand alone application. We added a few additional features: Multiple file opening, Split screen viewing/editing, and Unix/DOS/Macintosh import/export that would make it more useful as a standalone application.

The person who actually wrote Mega Edit is our person that does most of our Windows application development: Rob Conklin. We choose to do the editor portion of WinNET first because Rob had previously written another text editor called Chief for DOS (never released). Rob's background

facilitate the installation of the various forums on CompuServe is a piece of cake to use. The passes this program makes on CIS are quick thus saving the user some money. Below is listed a number of the enhancements and improvements to the program ensemble. This is good stuff!!

There were new QMGATE.EXE, QMGATE.DOC and QMGATE.HLP files released with v1.51. These file are included in the 1.51 update and should be placed in your QmodemPro home directory. Please refer to QMGATE.DOC for full details on the new QMGATE program that supports CIS forum messages. In addition, a new script file CISSETUP.SCR is included which should be placed in your script directory.

This balance of this file contains changes made in QmodemPro/OLX since v1.0 in reverse chronological order,

If you intend to make use of the new RIPscrip terminal emulation for graphics, please read the section on RIP below for v1.50 and 1.51.

There is a new QMGate release with v1.51 that handles Forum messages. See the separate documentation file QMGATE.DOC which is in your QmodemPro directory (for those installing for the first time), or as a part of the downloadable file QMGATE.ZIP, available to those upgrading from prior releases.

* A conversion program is always being updated that converts Procomm Plus v1.1, Procomm Plus v2.0, Telix 3.x and Boyan 5.x. The latest version of the program is available for download from the MSI HQ BBS and is called FONCVT.ZIP. This file is also available on the online services where MSI support is available. See your Customer Access booklet for additional information on these online services.

QmodemPro v1.51

- Added support in QMGATE for downloading CompuServe forum messages. See QMGATE.DOC for full documentation.
- Added a [QmGate] button to the Alt+D dialog that will execute QMGATE if it is located in the QMPRO.EXE directory. Also shortened the [Read New Mail] to just [Read New] and shortened the [Send Replies] to just [Send Rep] to make room for the new button.
- Added a new command line switch /NODVMOUSE. This allows DV users to run QMPro full screen in RIP mode and get a graphic mouse cursor. It actually overrides the DESQview detection code that makes use of the Quarterdeck mouse API calls, which cannot display a graphic mouse. This switch should be used with all versions of DV and DV/X.
- Added support for placing the RIP icons for each dialing directory entry in separate areas. The phonebook Revise entry dialog now has a field for the ICONS subdirectory name for RIP support. If this field is filled in, icons for a particular BBS can be stored there. This 8 character field references the name of a subdirectory created beneath the phonebook subdirectory. For example, if the icon entries for the MSI HQ BBS is set to MSIBBS and the entry for XYZ BBS is set to XBBS, and the phonebook is the default QMPRO.FON, the directory tree will look like:

C:\ (root directory)


```

x QMPRO      (main QMPRO directory)
^,x x QMPRO   (directory named after phonebook)
^,^,x MSIBBS  (directory for MSI HQ BBS icons)
^,^,x XBBS    (directory for XYZ BBS icons)

```

If the ICON field is left blank, the master ICONS directory will be used.

If the ICONS field is filled in and the requested icon does not exist there, it will check the master ICONS directory before declaring it cannot be found.

If you change the name of the Icons directory, the icons are moved to the new directory name and the old one is deleted.

Alt-D/Delete dialog now has an additional checkbox to allow deleting just the icons associated with the entry. The Icons and Icon Dir will not be deleted if another entry in the phonebook references the same Icon Directory. You will get a confirmation message box to this effect if this happens.

- Support for ASCII transfers has been added to the Host mode. To allow this, ASCII Dnlding has been modified to include a 60 second timeout feature. If 60 seconds elapses from the last character received, the download will be considered "finished" and the file closed. This is in addition to the standard ^Z EOF character to signal the end of transfer.
- Upgraded RIP support to level 01.54.
- Altered the RIP mouse to reappear much faster after painting a screen than in prior releases.
- The RIP Palette is now preserved between text/graphic mode switches.
- Fixed a bug in the RIP DEFINE_QUERY modes 1 & 2. It's been discovered that the deferred query modes 1 and 2 remain active until specifically turned off, and that both can be enabled at the same time. The RIP specification does NOT indicate that is how it works, but that -is- how they are supposed to work. Now they do.
- Made RIPscrip sounds honor the Beeps & Bells toggle.
- Fixed RIP support for MONO VGA Display adapters. The effect was that while in RIP mode, any switch back to a text screen was blank.
- Fixed RIP support so that it correctly switches to a 43/50 line text mode as needed during text operations. Before, it would switch back to a 25 line mode and most dialogs would be split in half at the bottom of the screen.
- Quicklearning a script that starts in RIP or switches to RIP was adding a line GRAPHICS RIP that was failing when executed. This is now fixed with the correct Graphics keyword being RIP instead of RIPSCRIP.
- Killed two birds with one stone. The RIP text mode was always getting set back to the default color and the QMPRO.EMU was being updated every time QmPro ran. Once I fixed the latter, the former cleared up.

- RIP Radio Buttons had a problem when the SaveMouseFields and RestoreMouseFields were used. They were being redrawn with multiple buttons selected for the same group, and the templates were being sent for the selected buttons.
- Added code to save and restore the Palette between Text and Graphic mode switches for one case which was overlooked.
- Memory requirements for QmPro have been reduced about 20K to make more available for RIP graphics.
- Fixed a screen glitch when the hardware video is set to 50 line mode during startup. Also made Alt+2 recognize the startup video mode.
- Fixed problem where the mouse could disappear after seeing the warning dialog "Carrier detected, sent modem init?".
- Made several fixes to the RPI Interface. Some UART registers were not being set back when RPI was unloaded. Unloading the V42.DRV module after the connection was dropped was incorrect causing the memory to be "used up" & not returned to the HEAP. The net effect was that you could connect once using RPI, but the next attempt rewarded you with a dialog that said "V42.DRV not loaded" and then a hang.
- Fixed a phonebook load problem when Config/Phonebook specified a full drive:\path to the default phonebook to load.
- Fixed a bug in the download "overwrite?" dialog where if you answered yes, it would go ahead and do an auto-increment if that was checked. Now, the file is erased and overwritten correctly.
- Fixed the Script GET, GETR, GETN and GETNR. Basically, they now match the documentation for Input and Output directives.
- Made a fix to the VT emulations. There are some color codes that are used with VT220 and VT320 emulation set/reset txt attributes Underline, Blink, Bold, & Invisible. Since QmPro has specific colors assigned to each of these, it is not possible to combine them to produce a unique color & allow for resetting the attributes. What was happening was that an Underline code could be received, the color would be changed to the defined underline color (Config/Emul/Colors), but would become "mangled" when the "Turn off Underline" code was received.

So, any of the "Turn Off" attribute commands will now reset the screen color to the Normal color as if the ^[[0m command had been received.

- Added support for some "weird" VT emulation esc sequences that a VAX may generate. Specifically, the ESC [Pc G command for ANSI absolute cursor column positioning within a line. Others have been stripped to prevent garbage displaying on the screen.
- WYSE-50 emulation had two problems. 1) the Protect Mode flags were reversed. 2) setting a cursor mode after the cursor was turned off did not turn the cursor back on.
- Made a fix to the NASI/NACS preference dialog to handle Server, General and Specific names that contain an Underscore "_" character. QmPro was stripping these making the connection require wildcard selections.

- Fixed the Dialer when trying to dial a FAX so the No Connect strings would be detected. I.E. BUSY, NO DIALTONE etc.
- Fixed Phonebook sorting where GROUP files might be lost if QmPro is run from a different drive than the drive where the original Group files are stored.
- Fixed a Status Msg dialog that pops up in the Dialer that could hang a script waiting for a response. If scripting, these info type of dialogs will now be skipped.
- New HLP and LNG files with this release to keep them current with the changes and new additions.

OLX v1.51 (note MAJOR version number change)

- OLX version number changed to 1.51 to match QmPro. Registration number removed from tagline.
- When forwarding a message to another conference, the originating BBS name is also included.
- If the internal unzipper can't unpack a QWK packet then the external unzipper will automatically be tried.
- Fixed problems with large numbers of conferences (above about 4500).
- Internet address book entries are now automatically supported.
- New macro @INBOX will copy any message to your Inbox.
- Added support for OLX to work with QMGate and deal with merged QWK packets.
- Added support for Usenet style headers in the message body.
- Fixed the personal mail beep so it beeps when a message is addressed to your name in the QWK packet rather than your name in the registration information.
- Added support for PCBoard 15.0 return receipts.
- Added a @FOLDER macro for function keys to provide a way to quickly open a folder.
- Added a switch in config to turn on and off word wrap of long messages.
- Added a switch in config for skipping of messages that have already been read.
- Fixed ANSI music support so it can be aborted with a keypress.

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QmodemPro v1.50

Manuals dated 6/1/93 on the title page contain almost all the information listed below this point, and are current through v1.50. The newest RIP

commands for the script language are the only items not included in the 6/1/93 manuals.

- Added full support for RIPscrip graphics including mouse support from remote. To activate RIP set the terminal emulation for the terminal or any dialing directory entry to RIP.

Note that RIP makes use of EGA graphics and may not be used on systems without EGA capability.

Attention DESQview users. QmodemPro fully utilizes the DESQview mouse API to allow the mouse to be active in multiple re-sized DESQview windows. However, the DESQview mouse API does not provide a method of switching to EGA graphics mode and continuing to make use of the mouse. If you intend to make use of the mouse in RIP emulation you must either leave DESQview and run QmodemPro from DOS or use DESQview/X which fully supports switching to a graphical mouse cursor. We regret this situation, and are working with Quarterdeck Office Systems for an alternative solution.

QmodemPro switches from text to graphics mode automatically when triggered by a RIP-capable host, and can be manually switched back by pressing the menu key, Alt Z. This switch is very quick except when running under Windows. When Windows is detected, the RIP switching between text and graphics takes a little longer because it has to write the graphics screen contents to a file and then restore it when it switches back. Non-windows users will not experience this disk write delay.

- Quicklearn fully supports recording of RIP screens including mouse clicks, for playback. Two new Script commands have been added, RIPKEY and RIPMOUSE.

RIPKEY [character] This is the HOTKEY character of a Rip Button if one exists on the graphics screen. During playback, it will simulate pressing the hotkey for that character and the button will execute.

RIPMOUSE [X coord] [Y coord] This records the position of the mouse pointer when the mouse is clicked on a mouse button or mouse region. During playback, it will simulate moving the mouse pointer to the x,y coordinates specified and clicking the left mouse button.

- Fixed a long-standing bug in the Script processor when it had to deal with WAITFOR commands that used expanded Ctrl character sequences. It was possible for Quicklearn to Record a Script that it could not play back correctly. I found this when dealing with the new RIP script commands above.
- A red dashed box appears on the screen when a RIP ICON Load command is received but does not exist in your ICONS directory.
- The button support in RIP mode acts just like Windows and QmPro Dialogs. Holding the mouse button down and moving off the button, will "unclick", and moving back on the button will "re-click" it. If you release the mouse button when it is "unclicked", the command is ignored.

- Changes were made to the FAX code and timing to allow it to operate better with a wider variety of FAX modems.
- Added remote/local printer support to VT100, VT102, VT220 and VT320. The new commands now supported include ESC[4i, ESC[5i, ESC[0i, ESC[?1i, ESC[?4i, ESC[?5i, ESC[?19h, ESC[?19l, ESC[?18h, ESC[?18l.
- Fixed a bug in the VTxxx emulation color code ESC[0m to reset the correct color.
- Added support for the Doorway Remote Printer redirection in ANSI and RIP modes. Redirection prints to the defined printer (or file) as defined in Config/Files/Filename/Printer ID.
- Made a minor tweak to the Ymodem/G Upload process to catch the first "G" from a remote a little quicker. Should save 3-5 seconds in the startup phase.
- Added a "/NOLOGO" command line option. This will skip the ANSI logo and delay when QmPro is loaded.
- Corrected a problem with the Shell to DOS code. If a system has a 16550 and it was enabled in the Device config, after a Shell it was not being re-enabled. This also affected some external protocols.
- Users who are connecting to the J&L NCS Intl4 Servers can now use the ArtiCom Interface for correct connections. J&L use a slight variation of the Intl4 standard, and with a small tweak to the ArtiCom, it works for both systems.
- Included the new RPI software V.42bis and MNP5 support for those 2400 baud modems that can take advantage of it. This requires the V42.DRV file to be located in the same directory as QMPRO.EXE.
- Included support for NCSI/ACS'† network interface. This is a slight variation to the NASI/NACS code.
- Fixed the problem with the CIS B+ downloads not switching to the Default DL Directory automatically.
- Fixed a script STRING bug that's been in there since the dawn of time. If a master script called a nested script used the STRING command many times, the duplicate definitions were not caught and caused the string table to overflow. Now, when a nested script uses the STRING command, if the string already exists it is cleared. If it doesn't, it is added to the String table.

:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

Managed by SyndiComm

Help Desk - Having a problem with your Mac? Stop by the HD for the answers! In the RTC from 9pm to 12pm EDT in ROOM 1..... (605;2)

Hosted by:
Chief SysOp: (Unk) DAVE.REID

```

- - SOFTWARE LIBRARY - -
Chief Librarian: RANDY.SIMON
Asst Librarians:
    (Steve) S.MACK
    (Anne) ANNE-INDA
    (Phil) P.VALIQUETTE

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- - Help Desk Schedule - -

Mon-Fri 9:00pm-12:00am Rm 1
Sunday 10:30pm-12:00am Rm 1

To enter GE-MUG RTC, type..
MOVE 605;2 and choose room #

Sunday Night Fight Sun 9:00pm Rm 3

For COMPLETE information and TIPS on downloading, be sure to read item # 4 on page 605 - "About The RoundTable"

for the week of 9/27/93 - issue 29

What's Hot and Happening This Week In GENie's Macintosh User Group

Genie-MUG News Editor: Eric Mueller (DLAND.ERIC)

WELCOME to the GENie-MUG RoundTable newsletter! This quick bulletin gives you an idea of what's cooking in the GENie Macintosh User Group (GENie-MUG). I'm Eric Mueller, and I write this file every week so that you can find the action in GENie-MUG: the latest controversy in the bulletin board, the hottest files in the library, and the hippest chats in the RTC rooms. I'm always interested in your comments on this file, and would love to hear them.

If you're new to GENie or GENie-MUG, you can read about GENie-MUG (including information on what GENie-MUG has to offer and the layout of the system) by typing "M 605;4". Additionally, the GENie-MUG help desk (a live hotline) is available in the GENie-MUG RTC (type "M 605;2" then choose room 1). For more information and a schedule of times, type "M 605;4".

LOOKING FOR A SPECIFIC FONT? We've got a new topic in the GENie-MUG bulletin board specifically for special font requests. A number of GENie-MUGgers (including Mark Hiatt and Bryan Pietrzak) are after a 'decent looking' monospaced font---that is, a font where all the characters are the same width. (In most Macintosh fonts, the letters are all different widths; for example, the letter "W" is wider than the letter "i". Those are called proportional fonts. In a monospaced font, the letter "i" is the same width as the letter "W" or the letter "m". Times, Helvetica, and Chicago are all proportional fonts; Monaco and Geneva are all non-proportional.) Others are after a font that looks like "natural handwriting." After something obscure? Check out the GENie-MUG bulletin board, category 12 ("SOFTWARE: Personal Productivity"), topic 3 ("I'm looking for a font that's...")!

MODEM MADNESS has descended on GENie-MUG; everyone seems to be in the market for a newer, faster, better modem with more features. What do you want? More speed---like 9600 baud, or even 14,400 baud? Fax capabilities, so your Macintosh can send and receive facsimiles, just like a fax machine? Caller ID, so you know who's calling before you pick up the phone? All of these features are available in a new breed of modems. Also popular are stripped-down bargain modems, without status lights or a high price. Find out about all of this modem madness in GENie-MUG bulletin board category 31 ("HARDWARE: Communication and Networks Hardware"), topic 38 ("What Modem should I buy?")!

KARL BUNKER IS KEEPING BUSY with a new Mac game, FloorTiles! FloorTiles is similar to Tetris and Columns, but is not a copy of either of those---it's a totally unique and original game, where you play four-color tiles on a grid and try match colors with already-placed tiles. It's simple to learn, but fun and challenging to play. This game was originally on the Apple IIgs, where I played it, and got lots of good reviews. You need quick thinking, quick reflexes, 256 colors, and System 6.0.3 or later. It's shareware, and available now in the GENie-MUG library! Check out FloorTiles, file #30227. (To enter the GENie-MUG libraries, type "m605;3" and then "6" to download a file.)

IF YOU USE AUTODOUBLER, you should check out the AutoDoubler patcher now available in the GENie-MUG libraries. This small file does nothing but patch your copy of AutoDoubler, fixing a handful of bugs and changing the version to 2.0.2 in the process. It's not life-or-death but rather, a darn good idea. The AutoDoubler 2.0.2 patcher is file #30223 in the GENie-MUG libraries, and it's available now!

SPEAKING OF FABULOUS GAMES, Chuck Yeager (the man who broke the sound barrier) has a new game out, Chuck Yeager's Air Combat! The demo version of this game is now available in the GENIE-MUG libraries for your enjoyment. You can fly a test flight or create a mission and dogfight against other planes. (Because this is a demo version, the flying time is limited to two minutes.) You can view the 'historic missions' available in the real Air Combat, but not fly them. The film recording and playback screens work fully, so you can review your flights and save them to disk. Exciting, huh? Check out the demo version of Chuck Yeager's Air Combat, file #30218 in the GENIE-MUG libraries. (The real version of the software should be in software stores this week, from Electronic Arts.)

POWERBOOK DUO OWNERS have been asking for feedback. Not feedback like "your hair looks good but would be better swept to the left" or "Your thesis sentence is smart but the body needs work," but keyclick feedback---so when a key is pressed on the Duo, a sound is heard! On most Macs, the keyboard clicks audibly quite well but the Duo keyboard is quiet, which can be disconcerting. What you need is KeyClicks, a tiny (2k!!) Control Panel that does it all for you. To add clicks to your keys (not cliques---that would change the key grouping), download file #30215, KeyClicks v1.0.

MONOCHROME AND GREY-SCALE types need their place in the sun, too, and Genie MUG is here for them. A new topic has been started to discuss monochrome and grey-scale monitors, that is, monitors that only display black and white, or that can show shades of grey---but no color. These monitors are popular with desktop-publishing types, as well as those on a budget and people who do nothing but word processing (like screenwriters). Genie-MUGger Brian Schantz was looking for a NuBus card to run an old grey-scale monitor he had; see his message (and the helpful response) in the GENIE-MUG bulletin board, category 34 ("HARDWARE: Monitors and Video Cards"), topic 10 ("Monochrome/Grey-Scale monitors").

THAT'S ALL for this week. Until next week, continue to rock 'n' roll with Macintosh!

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> From the MAC Editor's Desk
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by Randy Noak

IRON HELIX -- A CD-ROM Game

It is the year 2378. You are on board the Science Ship, Indiana when you receive a Priority 1 Alert Intercept Action Distress Beacon - Code Red. The SS Jeremiah Obrian, a Cerberus Class Destroyer, is heading for the No Fly Zone, unmanned, and programmed to destroy the Thanatosian planet Calliope. The ship is infected with a virus that has wiped out the crew and a Defender Robot stands ready to destroy any who would attempt to stop the Obrian from completing her deadly mission. You have received the Alert Beacon, and you are humanity's last hope to avert an interstellar, interspecies war.

That is, in a nutshell, what the game is about. Believe me, it reads

easier than it plays. For starters, since the ship is infected with a deadly virus and you can't personally enter, all you have available for your attempts to stop the Obrian is a Darwin 5 Probe, a low-tech, unarmed science probe. Second, that Defender robot is nasty, especially in levels above Level 1. Third, there are four phases to the game that must be completed in order, under a time limit.

The first phase consists of gathering three different DNA samples from high-ranking crew members. Since the crew members are dead, you must use your Probe to search throughout the ship for traces of DNA that the crew might have deposited in their last hours. The Probe has a scanner that will tell you the direction of DNA in it's immediate area, but be forewarned, not all DNA you locate will help you in stopping the ship, it's got to be the right crew member's DNA, and there is even some non-human DNA scattered about just to make things interesting. Of course, while you are trying to find DNA samples, the ship's Defender robot is hunting your Probe.

Once you have located the proper DNA samples, the second phase consists of locating video clues to, first, stopping the Defender robot, and second, stopping the ship. You use your Darwin 5 Probe to search the video terminals for video clues left by the crew of the Obrian. When you approach a terminal that contains a video message, your Darwin control panel will issue the alert, "Message in Data Port." Plug the Darwin's Data Arm into the port and a video from one of the crew, recorded in their final hours, will play.

The third phase is shutting down the Defender robot by entering the proper codes into the computer at the proper place on the ship. It would be nice (and much easier) if you could just destroy the Obian at this time, but the Defender Robot has been programmed to over ride any commands that might jeopardize the mission. By this time, the Defender will be hot on your tail, so speed is of the essence.

The fourth, and final phase, consists of issuing the self-destruct codes to the Obrian before she can complete her mission of wiping out Calliope. The code can only be used in certain places on the ship, but hurry. The code to shut down the Defender robot is only effective for 5 minutes! After that, it is on the prowl again, ready to wipe out your Probe. Issue the proper code though, and the ship will destroy itself, after which you will receive a congratulatory message directly from Admiral Arback.

Moving to the higher levels makes for a different game. The clues are in different places and there are fewer of them, thus making them harder to find. Not only that, but the Defender robot is much faster and harder to elude because whenever you open a door or access a dataport, the Defender will move to that location. You've got to be on your toes! I still haven't completed level 2 (and Admiral Arback is real mad at me<g>.) I can only imagine that higher levels will provide even more challenge and fun.

I'm not much of a gamer, but when I saw the demo for this game, I was intrigued by it's realism, so, when I won the game in one of the GENie Mac User Group RT Conferences, I was looking forward to playing it. After I received the game (designed by Drew Pictures for Spectrum Holobyte), I was happy that it lived up to Spectrum Holobyte's well-deserved reputation for quality. From the packaging, to the manual, to game itself, all set the stage for a game that one could, "get into".

Everyone to whom I've shown the game has been "wowed" by the realism of the 3D graphics, gameplay and the videos incorporated into the game. I got through the game at level 1 in about 5-6 hours of interrupted play. Waiting for the CD to catch up with the action was minimal and not intrusive. I considered the small wait times to be time for the probe to assess and relay data back to the Indiana. After all, the manual does state that the probe was manufactured using low-tech hardware.

Speaking of the manual, I found that it really set the tone of the times and the game for me. It's well-written and informative, covering the background of the era, operation of the Obrian, the Defender robot, and the Darwin 5 probe, crew bios and game operation. One question: Are those pictures of the "crew" really personnel at Drew Pictures?

This is a fun game, made more so by the care taken by the gang at Drew Pictures to ensure a realistic game. I highly recommend it as an example of state-of-the-art CD gaming.

Equipment used:

Performa 450 with 12 megs
Performa Plus monitor
Apple cd300e drive

IRON HELIX

Drew Pictures
P.O. Box 883804
San Francisco, CA 94188-3804
(415)550-7651

NEWTON NEWS

Apple's Newton MessagePad looks like it is well on the way to becoming a success. Apple just announced that they have sold over 50,000 in the first few months. With Sharp marketing the Newton under their own name, I'd bet that close to 100,000 combined have been sold. If this keeps up, year's end will see around a half-million Newtons in the public's hands. Here's a press release courtesy of GENIE's GE-MUG RoundTable:

MOVED OVER PR NEWSWIRE AT 12:37 PM, PDT, TUESDAY, SEPTEMBER 28, 1993.

Apple Ships Standalone Newton Connection Kit for Macintosh Windows Version Debuts This Fall

CUPERTINO, California--September 28, 1993--Apple Computer, Inc., today announced that it has begun shipping the standalone Newton Connection Kit for the Macintosh. The Newton Connection Kit makes it simple and easy for people to exchange information between a Newton MessagePad Communications Assistant and millions of Macintosh personal computers. With the kit, users can connect their Newton MessagePad to an Apple Macintosh computer in order to create, view, edit, synchronize, and back up their Newton MessagePad information. The kit includes a complementary set of Newton applications for the Apple Macintosh. These applications allow users to

create or modify their MessagePad information on the Macintosh desktop. Apple's "Smart Synchronization" technology enables information to be synchronized and updated automatically between the Macintosh and the Newton MessagePad when the two are connected.

Newton developers are provided with interfaces which enable them to take advantage of this "Smart Synchronization" capability, allowing third party Newton applications to have full connectivity with the desktop environment. "The Newton Connection Kit makes it even easier for people to integrate the power of Newton technology into their lives", said Ken Wirt, director of marketing for Apple's Personal Interactive Electronics (PIE) division. "By linking personal computer and MessagePad information, we allow people to extend the value of both their Macintosh systems and their MessagePads. We believe nationwide availability of the Newton Connection Kit will accelerate the sales momentum we've already established for the Newton MessagePad." Newton Connection for the Macintosh automatically creates a back up version of Newton MessagePad information on the hard disk of a Macintosh for safekeeping. In addition, it tracks previously synchronized information which may have been deleted on the MessagePad, and automatically stores it in an archive file. Using Newton Connection, users can employ their Macintosh to install optional packages such as system updates and applications on their MessagePad.

Apple also announced that the Newton Connection Kit v 2.00 (formerly known as Newton Connection Pro) will allow users to synchronize and share information between existing Macintosh desktop applications and Newton applications running on the MessagePad. Newton Connection v 2.00 will enable MessagePad information--notes, letters, name-cards, to-do lists and appointments--to be shared with common desktop personal information management (PIM), word-processing, spreadsheet and database applications. Newton Connection v 2.00, expected to be available later this year, will enable users to access and edit MessagePad information using common desktop applications. Apple will offer all registered purchasers of Newton Connection v 1.00 a free upgrade to Newton Connection v 2.00. Customers who received a complementary preview version of the Newton Connection Kit at MacWorld Expo in Boston in early August, 1993 will also be entitled to free upgrades to Newton Connection versions 1.00 and 2.00. The standalone Newton Connection v 1.00 for Macintosh was rolled out today across the United States, and is expected be available in computer retailers, campus resellers, consumer electronics stores and K-12 institutions. Earlier in September the Newton Connection Kit for Macintosh shipped nationwide, bundled with the Newton MessagePad.

The Windows version of the Newton Connection Kit is being designed jointly by Apple Computer and Traveling Software of Bothell (WA) for Newton MessagePad connectivity to personal computers running Microsoft Windows. Newton Connection for Windows, which was shown for the first time in early August at the MacWorld Expo launch of the Newton MessagePad, is scheduled to be available this fall. The Newton MessagePad, a handheld communications assistant that allows people to gather, manage, and share information with tremendous ease and spontaneity, was introduced on August 2, 1993 at the MacWorld Expo in Boston, and shipped nationwide on Labor Day. More than 20 developers have announced products for the Newton MessagePad, and many more developers are in the process of creating innovative new applications for the system. Apple launched the Newton MessagePad in the UK on September 16, 1993 at the Live '93 Consumer Electronics Show in London. With the UK launch of the Newton MessagePad, Apple expands the number of companies that support Newton Technology. Alcatel, British Telecom, Deutsche Telekom, and GEC Plessey Semiconductors, announced that they intend to integrate Newton technology

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An editorial..
by Ralph F. Mariano

Many times through the course of history, both modern and ancient, adversaries found a need to attempt to make things appear to be something they are not. This is a most definitive case of just such a thing. Nathan Potechin, the Nathan of the Nathan & Darlah Show, recent "ex-Darlah Sysop, head of DMC/ISD and the self anointed "expert" in all matters over which he "thinks" he reigns, has finally blown it big time. Its kind of sad to see as it is signalling the end of an era of the _slickest_ of slick Willies. While he continues to make all sorts of deliberate and calculated moves to obscure the real truths of what's going on in the Lexicor/STRT/IAAD Fiasco, he is merely convincing those who were impartial to become more convinced that a true, "Conflict of Interest" existed.

Since we are in the midst of deciphering ALL the data we now have on hand, (including the actual FTC documentation), we will reserve making any comments pro or con relative to the Lexicor/STRT/IAAD Fiasco. Instead, we shall provide irrefutable proof totally contradicting the "fanticizing, ranting and raving" Nathan saw fit to post recently both on Delphi and CIS.

TO WIT:

#: 43866 S14/ST REPORT
28-Sep-93 10:07:20
Sb: Distortion
Fm: Nathan @ DMC Publishing 76004,2246
To: ALL

An open letter to interested Atari customers - September 28, 1993

As many of you are probably aware, I have nothing but contempt for STReport hich includes Ralph Mariano, Lloyd Pulley and Dana Jacobson. As some of you are also aware, the Atari Roundtables on GENie are managing to survive quite nicely without aving to tolerate them. I used to feel personally that they served some purpose but lately, over a year already, absolutely nothing positive or contructive, of benefit to the Atari community at large, has come out of the pages of STReport, in spite of what Ron Luks would have you believe. :-) I suppose all the concentration on the Atari Forums makes STReport worthwhile for Luks. Ralph should simply call it the Silicon Times Atari Forum on Compuserve Report and be done with it. :-). As a rule, I simply ignore their nonsense, and it is nonsense. If I thought that STReport spoke for the Atari community at large I would leave the platform in disgust. I don't believe they represent much of anything so I treat them with the contempt they deserve.

It never ceases to amaze one about how much STReport gets under your skin! Are you sure you are describing exactly how you feel? You're not holding anything back now are you? Since you "NEVER READ STReport" it must be difficult for you to say these things with such exuberance. Forget accuracy. Actually, for the most part, STReport is quite constructive. The problem you have is that its not

constructive in your favor! Instead, its extremely constructive in exposing the games playing that's quite prevalent in certain "circles". Quite accurately, I might add. Of course you know that... Else, you would not be "blowing your stack" they way you are.

Mariano tried repeatedly to intimidate my wife, Darlah. She is more than a match for him. The end result is that he is no longer a participant on GENie. No loss. Ralph is determined to "get her" any way that he can in revenge for someone actually daring to stand up to him.

Intimidate?? You DID say "intimidate". Yes that's right you did. I might add that Darlah WROTE THE BOOK on INTIMIDATION. She held the categories, topics and flags over STReport's head for YEARS! And does it without hesitation to most anybody in the STRT. Lexicor is the most recent of folks abused by the "master of intimidation"; DARLAH of the INFAMOUS, NATHAN & DARLAH SHOW in the STRT.

I have stated repeatedly that I have nothing to do with the Atari Roundtables on GENie. My wife, however, is the contract holder (same as Luks, here) and Darlah runs that RT. She is VERY good at her job and very successful.

Are you sure you WANT to SAY you have "nothing to do with..." Try THAT nonsense with someone else. It won't work now ..NOT EVER! There is no denying that Darlah is successful at what she does. In fact, you have been quite a help to her. But then, you certainly don't want any of the "credit" at this point in time now do you? That... would be counter productive and solidly substantiate many of the claims being made. One question though, HOW DO YOU EXPLAIN THESE??

ITEM (1)
In Email message:
Item 2395608 92/10/29 16:17
From: POTECHIN Nathan Potechin
To: ST.REPORT Ralph F. Mariano
cc: DARLAH Darlah J. Potechin, Atari RTs

Sub: Misc.

(Paraphrased, complete copy of text available upon demand)

You tell me you just got off the phone with Darlah and advise, no... insist that I submit my proposal in writing to Darlah. You virtually guarantee I'll obtain favorable results. Clearly this shows your active participation in the STRT's daily activities.

=END=

Item (2)

In Email message:

Item 0963041 92/10/23 23:54
From: POTECHIN Nathan Potechin
To: ST.REPORT Ralph F. Mariano
cc: DARLAH Darlah J. Potechin, Atari RTs

Sub: STR842

(Paraphrased, complete copy of text available upon demand)

You thank me for more realistic coverage of the STRT. But.. at the same time, you hammer STReport for the signup hype afforded CIS and Delphi as opposed to that for GENIE's STRT. You then go on to point out an excerpt from an editorial commenting about how the early Falcons went to only those developers who import products from Europe... you cite Dynacadd as being your product and that its fully developed in Canada. You then ask, incredibly, that I not compare Dynacadd with Hotwire.

Item (3)

In an Email Message:

From: DARLAH Darlah J. Potechin, Atari RTs
To: ST.REPORT Ralph F. Mariano
DARLAH Darlah J. Potechin, Atari RTs

Sub: Get Real!

Reply: Item #9576271 from ST.REPORT on 92/12/01 at 10:25

(Paraphrased, complete copy of text available upon demand)

Darlah points to the fact that you (Nathan) had opinions to render relative to certain posts by Jim Ness and the fact they were in STreport for that week. While she claimed it was not a "witch hunt", she states Nathan "saw something"

Item (4)

In an Email message:

Item 5983731 93/01/24 10:17
From: POTECHIN Nathan Potechin
To: ST.REPORT Ralph F. Mariano
cc: ST\$ Atari Roundtable Sysops

Sub: Advertising

(Paraphrased, complete copy of text available upon demand)

You demanded that since the ad for ABCO in STReport was carrying information about non-atari products, you would not release any further issues of STReport until the ad for the "non-atari" products was removed.

Incidentally.. you (Nathan) signed this one as such:

Sincerely

Nathan Potechin (Atari Sysop)

=END=

In each of the above posts you are referenced repeatedly and clearly! It indicates you are as much part of the decision making process in the STRT as Darlah. You even sign off as an ATARI SYSOP! These posts represent clear, solid confirmation of you being very much a part of the decision making process in the STRT. I must assume that even though you are not carrying any "sysop titles" _at this time_, seemingly you are sure to continue to exert a strong influence on the decisions made in the everyday operations of the STRT. The obvious errors you make in your representations continue to be exposed for what they appear to be. Can you spell out "apparently deliberate untruths"?

The crew of STReport would like to have you believe that I have something to do with running the RT, for their own purposes. Their purpose, this week, is to help support the bogus contentions of Lexicor, that's right Lee, I said bogus.

In short, I will not bring myself down to the level of either Lexicor or STReport but I will respond to Luk's and to Pulley's malicious attempt to escalate an already pathetic situation, just as I responded to Dana on Delphi.

Your above comments (read "cheap shots") need no reply. They 'speak' for themselves and of their, "ever so innocent" source.

I posted 4 times 3 weeks ago in response to maybe 700 messages posted by the STReport crew, Lexicor, Retelle, Luks and a few others. Two weeks ago I decided I wanted nothing whatsoever to do with the Atari Art Forums on Compuserve and deleted my posts. I will continue to support my Calamus customers in the Atari Vendors Forum but ignore the biased, self-serving, outrageous politics running rampant in the Atari Arts Forum. Somehow, I doubt I'm alone in that decision.

How convenient! Seven hundred eh?? Thought nobody'd be able to count the entire month's messages?? Well as usual, you are presenting a very lopsided picture of what really went down. It appears there are quite a few poster's names conveniently missing from "your" list of posters. But then what can one expect of you when their obvious intent was to distract, muddle, confuse (there's your favorite word again) divert or otherwise create chaos in Ron Luks' area. It didn't work and your gross misrepresentation of such won't work either. Nor will the negative letter writing campaign going on "behind the scenes" by your cronies. One of whom claimed to be cancelling "an account" on CIS when in fact, there is NONE! The others are "Darlah sysops" and/or clique members! How very, very convenient. Oh! Before you begin the expected campaign of denials, remember one thing. Its the one thing Darlah taught me and taught me

well. I have the necessary captures to back up everything I have said. Would you like to publicly tell everyone who "maintains" the IAAD area???? You know, Category 75.. shuffling the messages and topics around, admitting folks in etc.. wait I'll make it easy for you it is Dorothy Brumleve! My, my .. all these folks who seem to have time to register complaints in attempting to do others harm. They seem to all have some sort of allegiance to the STRT. Or, is it a common denominator? Amazing... simply amazing! Some people will never learn. All the smoke and mirrors in the world will not, under any circumstances, supersede the TRUTH. Its wake up time!

I did post on the flag and GENie management issue. That post was one of the handful I deleted maybe a week before the Lexicor letter from GENie appeared, the post that Lloyd so gratuitously resurrected here, then reposted and paraphrased and highlighted thanks to Luks interpretation of his role as a Sysop and contract holder, indicating my belief that Lexicor's flags hadn't been renewed as a decision taken by GENie management. The letter that Cole got taught me that I was wrong and illustrates my contention that I have nothing to do with the running of the Atari Roundtables on GENie. (No surprise there.) I realize that Luks, for reasons of his own and of course STReport, are attempting to place an entirely different interpretation on the post about the flags.

Here comes the real SMOKE & MIRRORS!!! At full speed too. You were trying to do the right thing eh? You "missed" by a full country mile. In fact by your post you emphatically proclaimed, exclaimed and practically swore Darlah had nothing to do with the loss of Lexicor's flags. This is pure poppycock! We KNEW it and you KNEW it. Why all the tall tales and now, the position you are trying to assume; "I know nothing of the STRT's operation". You TRIED to blame GENie, (as usual) that did not work. Pat at GENie Customer Service took care of that very nicely. Give it a break! The walls are crumbling under the weight of your disinformation campaign. Plain and simple, YOU GOT CAUGHT!! Now, instead of standing tall and admitting your warts, you'd rather compound the entire situation by building bigger and better tall tales.

When Lloyd resurrected my long-since deleted message I sent PRIVATE email to Luks asking him to remove it again. I sent the mail in private because I had no wish to have this escalated further by the STReport crew and Lexicor. I felt it was better for all concerned that this matter be handled in private. Sending private email to Luks was what I considered a proper, professional business decision. I failed to take into consideration Ron Luks who instead chose to post his response to my private email in public with the expected result. Actions speak louder than words Ron. I am at a loss to explain yours.

Sincerely

Nathan Potechin - DMC Publishing

60428 28-SEP 08:22 News & Reviews

Distortion

From: ISDMARKETING To: ALL

As many of you are probably aware, I have nothing but contempt for STReport which includes Ralph Mariano, Lloyd Pulley and Dana Jacobson. As many of you are also aware, the Atari Roundtables on GENie are managing to survive quite nicely without having to tolerate them. I used to feel that they served some purpose but lately, this past year already, absolutely nothing positive or constructive, of benefit to the Atari community at large, has come out of the pages of STReport. As a rule, I simply ignore their nonsense, and it is nonsense. If I thought that STReport spoke for the Atari community at large I would leave the platform in disgust. I don't believe they represent much of anything so I treat them with the contempt they deserve.

Mariano tried repeatedly to intimidate my wife, Darlah. She is more than a match for him. The end result is that he is no longer a participant on GENie. No loss. Ralph is determined to "get her" any way that he can in revenge for someone actually daring to stand up to him.

I have stated repeatedly that I have nothing to do with the Atari Roundtables on GENie. My wife, however, is the contract holder (same as Clay, here) and Darlah runs that RT. She is VERY good at her job and very successful.

The crew of STReport would like to have you believe that I have something to do with running the RT for their own purposes. Their purpose, this week, is to help support the bogus contentions of Lexicor, that's right John Cole, I said bogus. I've ignored your ridiculous comments for months already.

In short, I will not bring myself down to the level of either Lexicor or STReport but I will respond to Dana's malicious attempt to escalate an already pathetic situation.

I posted 4 times 3 weeks ago in response to 700 messages posted by the STReport crew, Lexicor and Bob Retelle and Ron Luks (two of the Sysops on Compuserve). Two weeks ago I decided I wanted nothing whatsoever to do with the Atari Art Forums on Compuserve and deleted my posts. I continue to support my Calamus customers but ignore the politics.

I posted one time, the deleted post shown above by Dana naturally, indicating my belief that Lexicor's flags hadn't been renewed as a decision taken by GENie management. The letter that Cole got teaches me that Darlah has the power to refuse to renew a flag. This was news to me. I now know better. And that's the end of it. I deleted my 4 messages maybe a week before Cole came back with the post from GENie by the way. Notice how STReport attempts to place an entirely different interpretations on the single post about the flags and you'll probably understand why I hold them in such contempt.

Sincerely

Nathan Potechin - DMC Publishing

PS: I apologize to Clay and Gordie and all the Delphi customers for feeling that just this once I had no choice but to respond.

Maximum Frame Rate	: 90MHz
Video RAM	: 1 Megabyte
RAMtype	: DRAM
Maximum Color's	: 16,7 Million Colors (24bit)
Maximum Resolution (>70Hz)	: 1088x832 in 256 Color's
Maximum Resolution (15bit)	: 800x600
Maximum Resolution (24bit)	: 640x480
Virtual Resolution	: YES
Automatic REZ Switch	: YES
Upgradable	: YES
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VMG	: YES
HARDWARE Accelerator	: NO

SUPERNOVA

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Maximum Resolution (15bit)	: 1024x768
Maximum Resolution (24bit)	: 800x600
Virtual Resolution	: YES
Automatic REZ Switch	: YES
Upgradable	: YES
VDI for 24bit	: YES
VMG	: YES
HARDWARE Accelerator	: YES

For more information check our previous releases on the NOVA Card. The Virtual Resolution are programmable via the VMG. The VDI of the NOVA has proven to be very compatible with our Software and many other Software applications as well.

There is also a NOVA Special disk available soon that has some NOVA Specific program's on it, including NOVA Mines, the game, and the special Calamus SL driver that will enable Calamus SL to run in 15/16bit in 15/16bit color mode.

Yat Siu
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